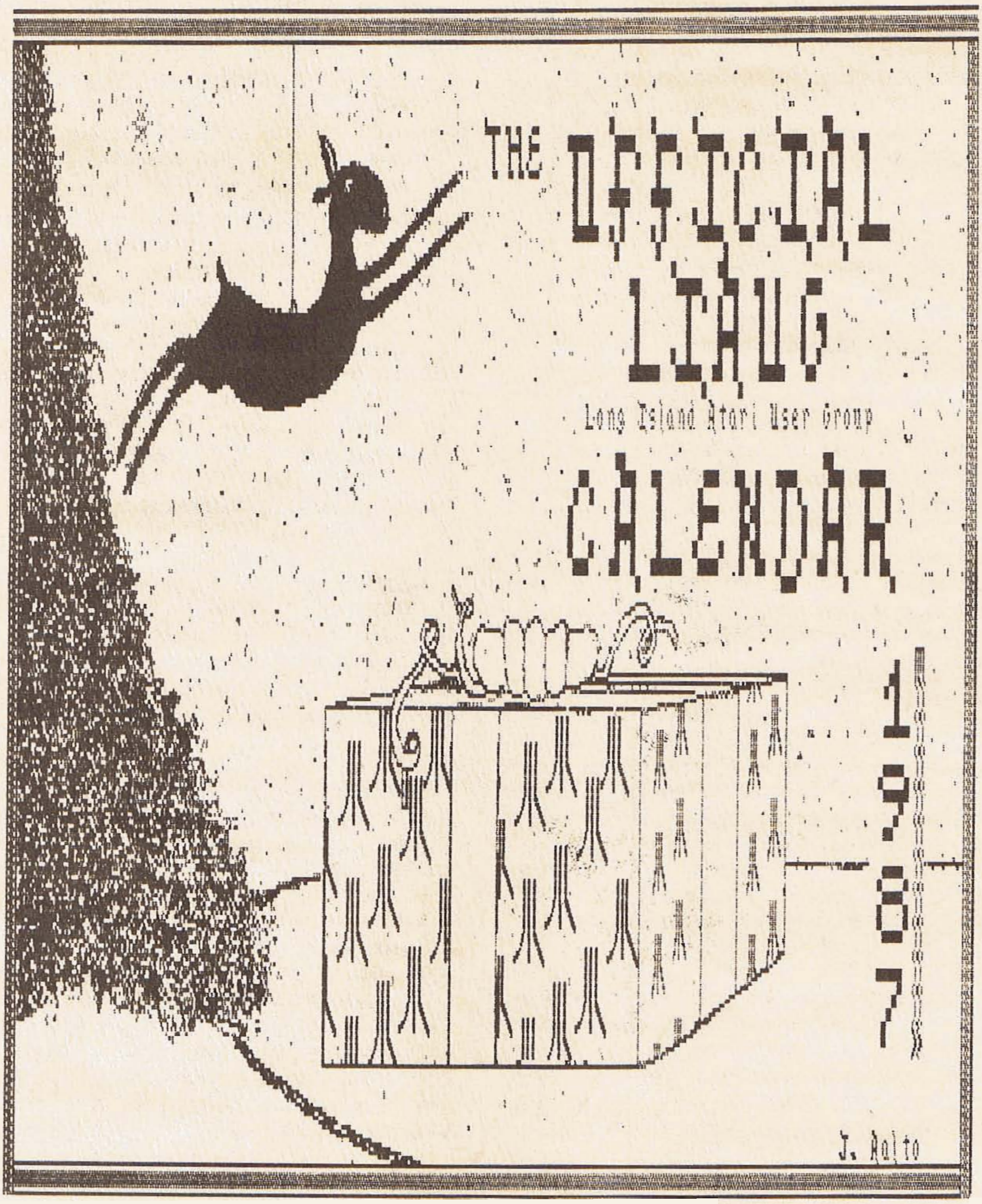
THE L.I.A.U.G. LIGHTHOUSE

THE NEWSLETTER OF THE LONG ISLAND ATARI USER GROUP

DECEMBER 1986 VOLUME 2 NUMBER 7



LONG ISLAND ATARI USER GROUP

P.O. BOX 835
LINDENHURST, N.Y. 11757
BBS PHONE # (516) 937-1455

The LIAUG LIGHTHOUSE

The Newsletter of the Long Island Atari Users Group

Editor: Rich Schmitt — Staff: John & Georgia Aalto
Asst.Ed.: Louise Siminoff — Printing: Roger Snyder

Officers of the L.I.A.U.G.

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-=> NOTICE <=-

All submissions to this newsletter and/or BBS should be submitted by the second weekend of the month prior to publication. We would appreciate a text file created with any major commercial or public domain word processor. We will upon special request, re-type, spell check, and/oredit short articles. Please do not use any special formatting in your text. These articles may be uploaded to the LIAUG BBS (516-937-1455) or mailed to P.O. Box 835, Lindenhurst, N.Y. 11757. All disks will be returned upon request provided that sufficient postage is enclosed along with your request. Disks received without return postage enclosed will be turned over to the librarian for pick up at the meeting.

The Long Island Atari Users Group is a non-profit organization of Atari computer enthusiasts dedicated to the benefit of all home computer users. We will tolerate NO references either direct or implied to piracy, or the use of home computer systems for any illegal activities. This policy will be strictly enforced; whether at the meetings, in the newsletter, or on the BBS; and any member found to be engaging in such activities will be promptly asked to resign his or her membership.

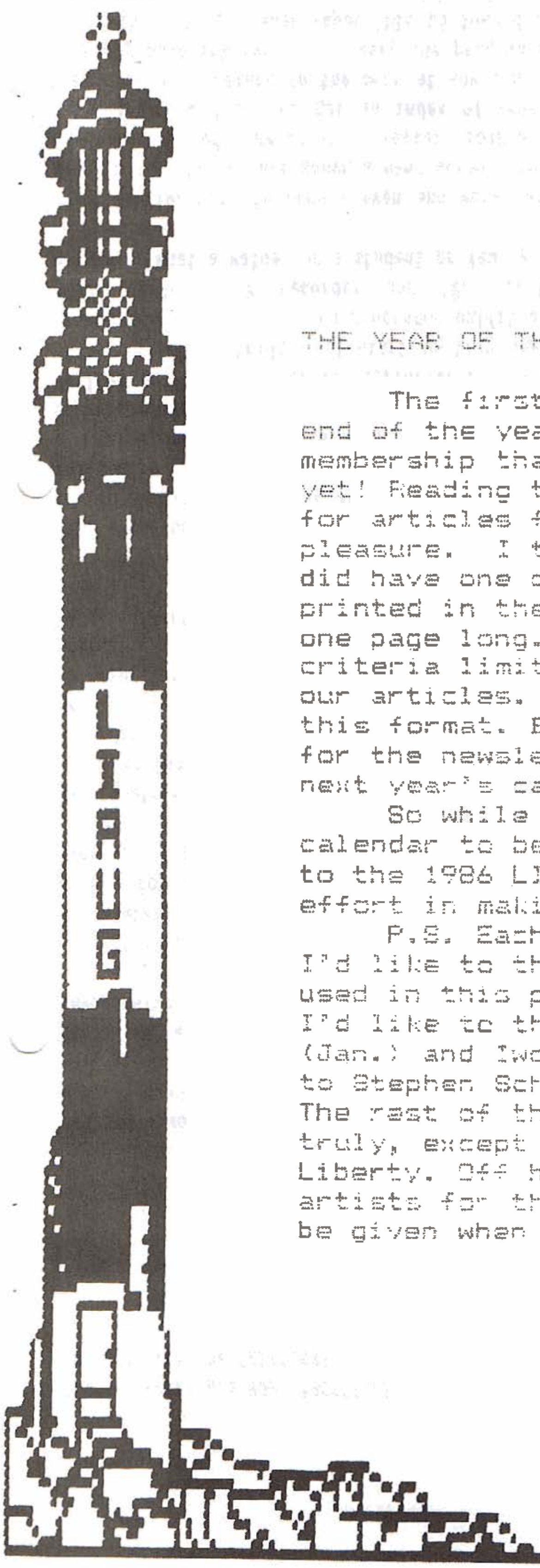
We wish to thank the following companies and/or persons for their products used to produce this newsletter.

- The PRINT SHOP & Roger Snyder for printing us.
- Batteries Included for 'Paper Clip'.
- Broderbund for their 'Print Shop'.
- Alpha Systems for 'Magniprint II+'
- XLENT for 'Typesetter' & 'Rubber Stamp'.
- John Aalto for his artwork.
- Antic's On-Line Magazine.
- Compuserve's SIG*ATARI.
- Atari Corp. for their computer equiptment.
- Panasonic for their KXP-1092 printer.
- Star for their Gemini 10X printer.

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THE NEWSLETTER OF THE LONG ISLAND ATARI USER GROUP

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The President's Column

By

John I. Aalto, Jr.

THE YEAR OF THE FUJI

The first thought I have in writting this end of the year column is to sincerely thank the membership that helped make this year our best yet! Reading through our newsletter while looking for articles for this calendar was a real pleasure. I think you'll enjoy what you find! I did have one criteria for the articles to be printed in the calendar and that was they be only one page long. What surprised me was that this criteria limited my considering a good portion of our articles. Most were to long to be printed in this format. But please don't shorten articles for the newsletter just for a chance to get in next year's calendar. There's always excerpts!

So while we're waiting for next years calendar to be written and drawn, here's a toast to the 1986 LIAUG LIGHTHOUSE and all the peoples' effort in making it what it is today!

P.S. Each article has it's authors name and I'd like to thank all the authors of the articles used in this publication. In the art department, I'd like to thank Tracy Este for her lighthouse (Jan.) and Iwo Jima (May) pictures. Also thanks to Stephen Schumacher for his Memory Map picture. The rest of the graphics were done by yours truly, except for Santa and the Statue of Liberty. Off hand I don't know who the two artists for these pictures are, but credit will be given when I find out.

FLASH!! GREAT NEW WORD PROCESSOR NOW AVAILABLE ON CARTRIDGE!!



Review of Atariwriter
By
Hal Haber

That's right, I said cartridge! What a novel idea, putting a word processor on a cartridge. You never have to worry about the program disk. No special plastic anti-pirate keys to worry about. You don't even need a disk drive at all and you can store your letters on an inexpensive 1010 recorder.

It is getting close to the holiday season and many of our members are brand new Atari computer owners. There has been a lot written about word processors in this and many other publications. Many articles have focused on Paperclip and Homepak. They are both fine word processors and have many features that make them worthwhile purchases. However, it seems that everybody has forgotten about 'Atariwriter'. According to the top consumer magazine, a majority of people buy a computer for word processing. They rated 'Atariwriter' as the best. If your software library doesn't include a word processor, I suggest you purchase 'Atariwriter' or put it on your wish list for the holidays.

There is a lot of reasons to own a good, easy to use word processor. In fact, I still enjoy using it although I own Paperclip and Homepak also. I still use 'Atariwriter' the most because I am the most comfortable with it. It has a lot of features and is very easy to use. Every Atari owner can find dozens of reasons for owning it. Instead of pulling out that old clumsy typewriter, just plug in the 'Atariwriter' cartridge and start writing that letter to Grandma. Just think. A word processor outfit available for $200 (800XL, 1010 recorder and 1027 letter quality printer). What a value for a student or family.

'Atariwriter' is menu driven and very easy to learn. When you start, you are shown a menu screen. You can create a new letter, edit an existing letter, load a file, save a file, print a file and get an index of your disk. Just press <ESC> to return to the menu at any time. You do not lose any data inbetween. In fact, the program is set up in a way that it is almost impossible to lose data. Even the instruction manual is excellent. It has a full tutorial and is geared to helping the beginner. It was the first program I ever used and I found it to be simple to master. There is even a real command card packed in with the cartridge. How thoughtful!

Don't be fooled as to my references of simplicity. This is a fully featured word processor. It has advanced features such as search and replace, moving text blocks, print preview, easy formatting commands, and through the use of a good dot matrix printer and an 'At-A-Glance' data disk converter up to 10 different print styles. Of course, print styles are dependant upon which printer you have. Note: if you own the Atari 1027 printer, you only have one type style. However, it emulates a very good typewriter style type, definitely letter quality.

The buffer size is large enough to handle 10 double spaced pages. It is much larger than the buffer in 'Homepak', but not as large as 'Paperclip'. It gives you a warning when you reach near the end of the buffer. This allows some space for editing. You also have the ability to see how much memory is left. This is called free memory check. Almost all commands are accomplished with one key stroke.

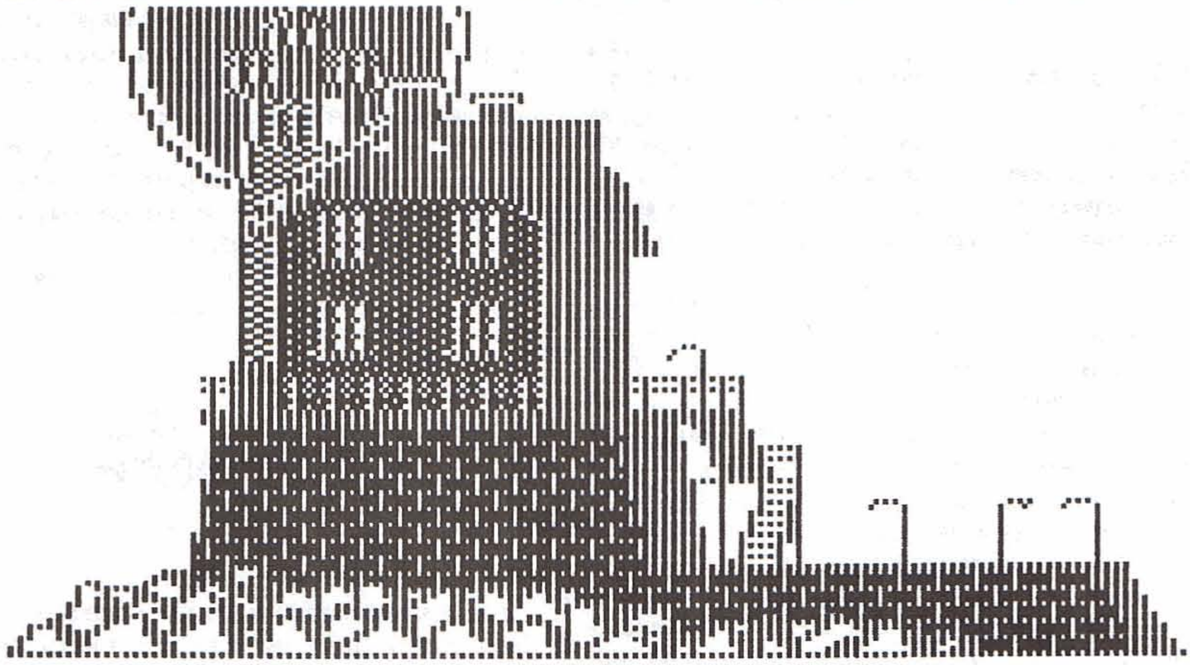
One of the best features of a word processor is the ability to perform editing on the screen before the text is printed. The print preview helps by showing what the printed text will look like in the 80 column mode. When you are writing you are always in 40 columns. The print preview has the capability of showing you a portion of the full page (actually a 40 column by 21 line window). By moving this window around the text you can visualize what the document will actually look like when printed out. This is much more preferable than a graphic line representation as in 'Homepak'. When writing a letter or article you have the capability to change text while in the editing mode. This flexibility is necessary if you find a word misplaced or mis-spelled or if you want to change the wording of a sentence. I find this to be the most valuable of a word processor.

If you have the need to send a form letter to many different people, the ability to insert a special character in the proper lines handles the task easily. And if you have a disk drive you can even set up a mailing list and 'Atariwriter' will merge automatically in the proper places. Header, footers, automatic page numbering, and chaining print files may come in very handy for a student needing to write a term paper. It surely would have been welcome and whole lot more fun when I was attending school.

I think you can see why I am so enthusiastic about 'Atariwriter'. I happen to even covered everything it can do. Most important, it does everything easily without and problems or bugs. Once you've used it, you'll enjoy writing more and more.

LIAUG

LONG ISLAND ATARI USER GROUP



LIGHTHOUSE

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January 1987

<u>A Review of 'The Eidolon'</u>

By

Louise Siminoff

It can't be said that I didn't try. I was hoping that one of our members would write a review of this fine game, but as the deadline approached it became apparent that if I didn't write it, nobody would. Oh well...I guess my message on the bulletin board wasn't strong enough.

Could it be that there are some people out there who haven't bought 'The Eidolon' by Lucasfilm/Epyx yet?? What are you waiting for? An invitation??? I could save space and end it right here with two words: Buy it!! But I'll go on and review it because I feel the game is so good it deserves more than two paragraphs.

The basic premise of the game is that you have discovered the laboratory of one Dr. Josef Vincent Agon, who as it turns out was the 'Timothy Leary' of the 1850's. He was very into mind tripping, and to rephrase an old expression, managed 'Better Living Through Mechanics' by inventing a device call The Eidolon. With this machine he was able to embark on some very interesting 'trips' without the benefit of chemical additives. All perfectly legal as far as I can tell.

After reading his diary and its detailed accounts of his travels in The Eidolon, it is presumed that you decide to hop into the drivers seat and go for a little spin. This is where the game starts....in the deepest recesses of your mind.

Your journey, as it appears to you, is in a dark, mysterious, but mystical cavern. As you travel along in the Eidolon, you encounter glowing spheres suspended in midair that you can either collect or avoid depending on their color. Some deplete the Eidolon of energy, some increase energy, and some have the capacity to freeze time (yes, you are timed). It is wise to collect as much energy as you can because you will need it to destroy the many odd creatures that lurk behind every bend. Once you have destroyed a creature, you can capture the jewel it was guarding.

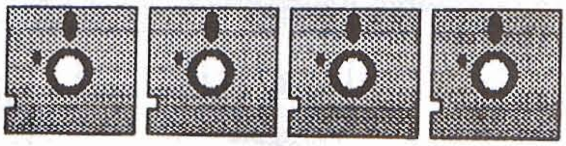
As soon as you have collected a few different colored jewels, it's time to seek out the dragon guarding the entrance to the next level of the cavern. The Eidolon is equipped with a 'Dragon Meter' to indicate how close you may be to him. The meter is very sensitive and can read through walls, often sending you on a wild goose chase through the maze of tunnels. If you succeed in killing the dragon after penetrating his shield with the proper combination of jewels, you are wisked away to the next level to do battle with nastier creatures and more intricate mazes.

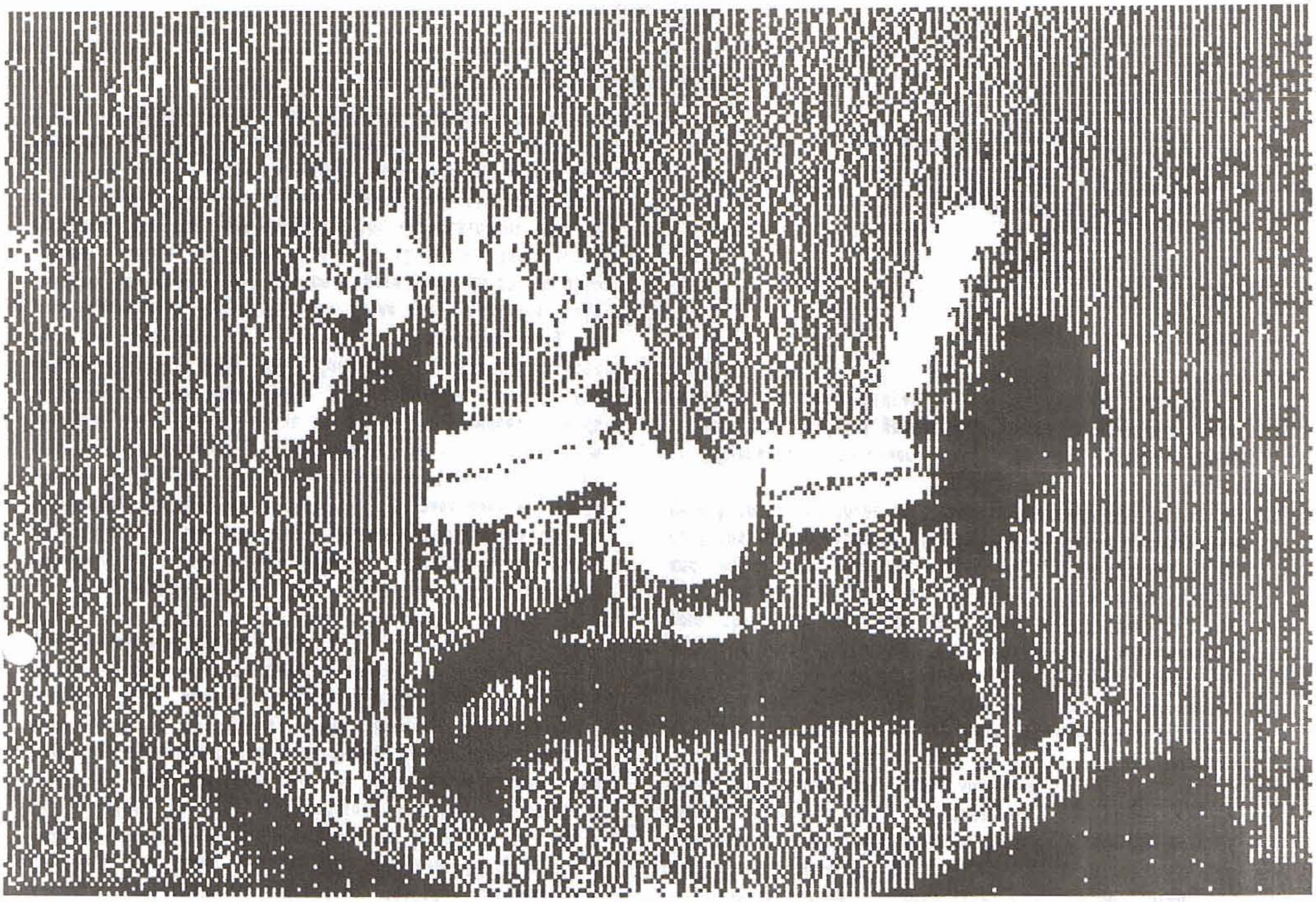
There are seven levels you must negotiate before you come to the eighth and final level. The eighth level is pure terror. The cave has turned pitch black with only the floating spheres and jewels lighting your way. When I finally found the most feared and dreaded dragon, it was mostly by accident. Having lost all sense of direction, I backed into him and shattered his force field before I even had a chance to turn the Eidolon around. I turned and started shooting away with one hand covering my eyes and somehow managed to kill him before I even caught a glimpse of my opponent. I am still trying to get to the eighth level again so that I may look upon the face of death with a little less fear in my heart now that I know he is not invincible.

The people at Lucasfilm Games have improved upon a good thing. The fractal graphics are superb, the animation imaginative, and the flow of the game comfortable and nerve-wracking all at the same time. It did take some practice co-ordinating the fire button and space bar needed to fight the dragons, but after a short time, it became reflex. One nice feature I liked was not having to start from the beginning if you ran out of energy. And if you find yourself running short of time, simply fire away until you drain your energy reserves and then let one of the stray fireballs hit you. This way you can start the level over again instead of running out of time and starting the entire game over.

All in all, I recommend this game 100%, unless of course you faint easily or 'The Bride of Frankenstein' gave you gray hairs. If you're on heart medication, make sure you get a doctor's note before rushing out and buying it because it does get the old ticker going. 'The Eidolon' has got to be one of the best games I have seen in a long, long time.

Disk Rating:





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February 1987



Big Bird's Funhouse
by
Michael Schoenbach



One of the many things you can use your Atari 8-bit machine for is education. And who better to write educational software than the Children's Television Workshop (CTW) ? Sometime back Atari worked with CTW in writing educational programs using their popular muppet characters for the Atari VCS. These games were sold for $30 plus. Last week while going through the computer products in Child-world I came across a bunch of old titles being sold at less than $15 a piece. I went through the selection three or four times and realized that I had almost everything they were selling. Of course there was the educational software but who wants that? I'm not between ages 3 and 6 as the boxes read. The price for the edutcational software was $4.97;too good of a buy to pass up! I knew two people in that age group so for $4.97, what the heck? I ended up coming home with a large package entitled "Big Bird's Funhouse" (with the Sesame Street/CTW emblem on the box) by CBS software (I guess Atari released the rights to the game and CBS had picked them up)..

When I opened the attractive packaging I found the package contained a cartridge, colorful manual, two keyboard over-lays (which CBS entitled "EasyKey"), a loading instruction sheet printed on glossy stock, and a CBS catalog. The package contained two EasyKey overlays (one for the 800 and one for the XL machines). The over-lays contains pictures of famous Sesame street muppets such as Bert, The Count, Ernie, Grover, Snuffle-upagas, Grover, Telly monster, Cookie Monster, and Oscar with yellow buttons next to their pictures. I'll tell you what the buttons are for in a bit.

The objective of the game is to strengthen concentration and memorization strategies, visual discrimination and matching, auditory discrimination and matching, counting, and sequencing. The game does all these things while entertaining the children. All action in the game is held within Big Bird's "funhouse" - the only screen the game has. The child has to choose three muppet friends by pressing the appropriate yellow buttons next to the muppets pictures;they will "pop-up" in windows of the funhouse (the game will also play a little theme song for each character). Then after all three are chosen the child presses the big "hide" button [space bar] which is also colored yellow and the muppets will hide. The hiding sequence, for the most part, is the entertainment portion of the game. The game starts playing its attractive song while the muppets go off and hide. Some will run-around the funhouse while others splash around in the pool. There are a lot of things the muppets were programmed to do before hiding which is cute to watch. After about 15 seconds of playing two of the three muppets will pop up in windows. Who is missing? If you know press the yellow button next to his picture. If you make a mistake Big Bird will come out and shake his head "no". If you are right the missing character will "pop-up" and all three will be ready to hide again. After another 15 seconds of play one muppet will appear in a funhouse window. Uh-oh, two are now missing; who are they? Again the child has to pick. The next time they hide all will be missing. When the player ends the game the finale comes... Big Bird will skate around the screen (while the computer plays his theme song).

Big Birds Funhouse contains six levels of play. They are respectively:

"Who's Hiding ?" - The level I described previously.

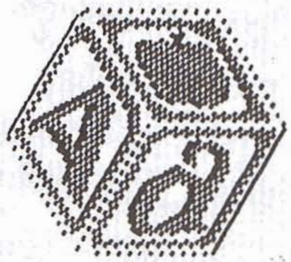
"What a Runaround!" - The same as the previous level except this time you
can choose as many as eight muppets to hide.

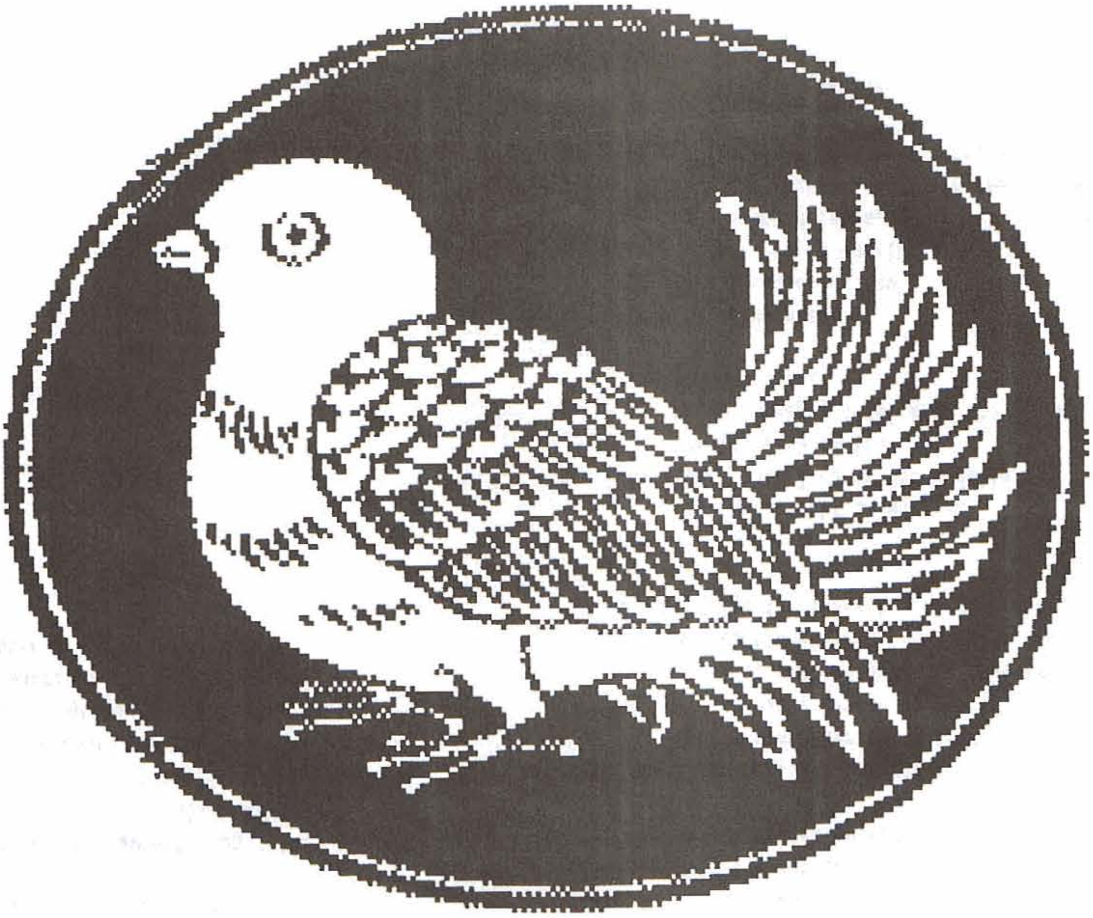
"That's an Order!" - Instead of choosing muppets the player will pess the yellow "pop-up" key. Three muppets will hide and the player must pick who is missing in the order they popped-up.

"Sneak a Peek!" - This level contains no hiding. One muppet will sneak-up and disappear in a window. Who was that muppet? The player chooses. Next that same muppet will pop up with a new one and disappear. The player has to press both in the same order. And so on...

The instructions of the game are quite clear for an adult to read but not to be read to a six year old child. You will have to explain the game to your child in your own words; reading the manual won't do anything except cause your child to say "What does that mean?". However, the instructions are animated for your child to look through and enjoy the pictures. The insturction manual also contains instructions on playing other games (like hide the peanut in one of three cups and mix the cups up).

Overall, I recommend this game for children three through five. A first grader will become bored with it very fast! If you have children, for $4.97, this is a must!





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March 1987

RONALD SUES MACEVERYBODY!

(an anonymous upload to the LIAUG BBS)



Burger Magnet states "...not clowning around."

In a move that stunned the corporate world, the huge hamburger conglomerate slam dunked Apple into court over image copywrite violations. "We've had it up to our McNecks with this Mc Mac muck.". Ronald was quoted as saying.

Insiders believe that the corporate giant's move was prompted by growing consumer confusion over their menu and "Mac" software packaging. Analyst Mirk Strumpter, of QCR Consultants, felt that "...many people were confusing the Fat Mac with McDonald's new triple bacon cheese burger and the company reguarded the comparison as unflatering.".

As a direct result of the lawsuit, Apple laid off its entire MacIntosh division. Addittionaly, computer stores have pulled any software off their shelves that has "Mac" as ..t of its title. Infoworld noted that due to this action there are now no programs for the still unrenamed, possibly floundering, machine. "Looks like dead meat to me!" quipted Mr. Strumpter.

Hark, The Sysops' Lament

by

John I. Aalto, Jr.

Ah, the money that spent.
Yes, and the wallet with dents
In a quest that seems certain to lead
To a clenching of fist,
Possible slashing of wrist.
Hark to the Sysops' lament!

So comes the innocent one
With BBS program to run
Drawn in to the din and believes
That their labors reward,
Midst the byte and the baud,
Will somehow, someway end in fun.

Then the board, it goes up
For the users to sup
At a table set with patient persistence.
But the users it seems
Are promptly lost in their schemes
Till the Sysop feels all usered-up.

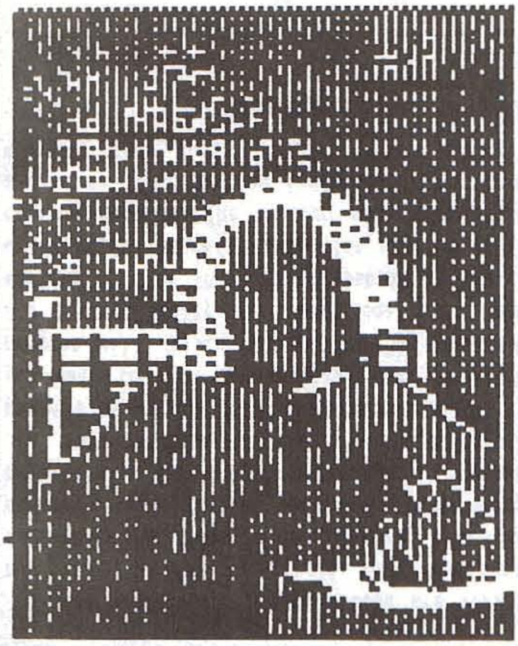
But if the truth it be said
Concerning matters of dread
To the Sysop and sysop's needs
For if crashing its not
It's the BBS lot
To gather messages so easy to shred.

"Why these programs are old",
Spouts some user thats bold
As they get each, sector by sector.
Of files costing Sysop's connects
And each month's billing check
Downloading, for their board, the latest Compuserve holds.

Now, I could go on
With the lenght of my yarn
And expect that I would for a dollar.
For the ease of the task,
With, perhaps, a flick of the flask,
Tempts, but like a cow tempts a barn.

For often I've seen
That tyranical gleam
Cross a face lit in monitor glow.
As a Sysop deletes,
With the abuser stunned in their seat,
Their access! Now electronic pipe dreams.

&&&&&&&&&& The End



"A man who talks non-sense so well, must know that he is talking nonsense."

SAMUEL JOHNSON
b. 1709
d. 1784

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April 1987

Review of LIAUG Disk Tel#7
Express 1030 V2.0 and V2.1
by
Hal Haber



Express 1030 is the premier modem software package for the Atari 1030 or XM301 modems. This review will point out the features and benefits of Express 1030 vs. other good terminal programs such as Proterm, Term1030 and Hometerm. I've had the ability to sample all of these to make this comparison.

I should caution the beginning user that it takes quite a few hours of experimenting to understand the different terms and procedures necessary to begin your adventure in the world of modems. I have only owned my modem since November,1985, but have learned a lot in such a short time. If you are a beginner you might want to start with the built in software in the 1030. It allows you to call local BBS's and read or send text. The first BBS I called was our own LIAUG BBS. If you purchased the new XM301,it comes with a much better program then was built in the 1030. But even the XE Term that comes with the XM301 is limited.

After you spend a short period of time reading and writing messages on a BBS, there comes a time when you get inquisitive. You want to have the ability to download some of the programs on the BBS and maybe even contribute a program or article by uploading it to the BBS. You can't do this on the 1030 with the software built in. And if you own a 130XE you'll also want to have the ability to access the Ramdisk D:8 for quicker file downloads and uploads. The only program I know of that uses the capability of the Ramdisk on the 1030 is Express 1030 Version 2.0 or 2.1. (ProTerm, XE Term, Term 1030, HomeTerm, and most of the newer Amodems can access the 'D8:' Ramdisk -Ed)

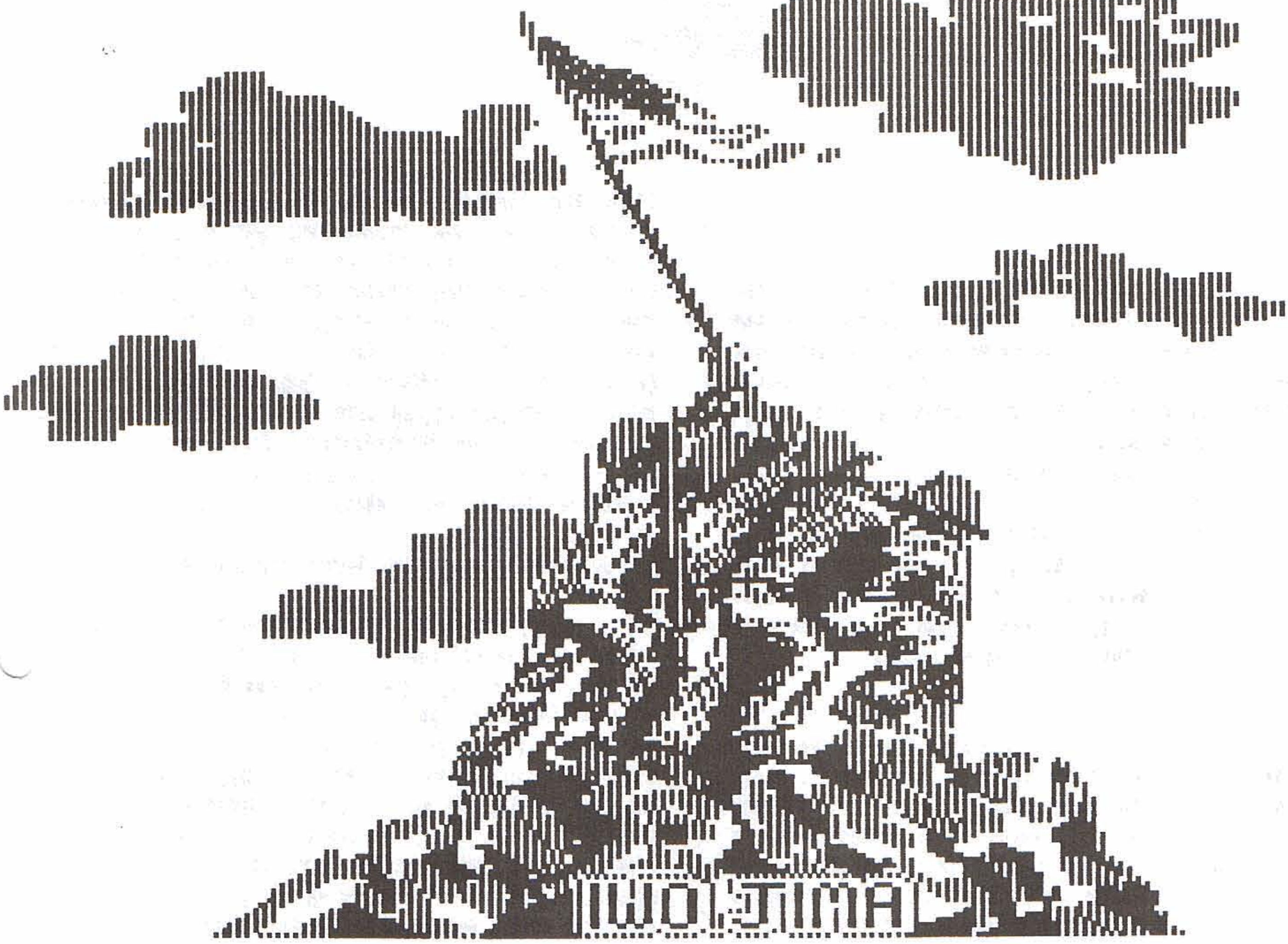
The features of Express 1030 are very numerous. You have the ability to scroll thru two screens of menu selections to choose the feature that you need. The defaults that can be set up include background color, default disk drive (real or Ramdisk), left margin, parity, dial mode and time for connect. If you choose "D" you are given a new menu. This is where you define the BBS's that you want to call automatically or one at the time. The program will switch between any BBS number that you mark and systematically call each one until connection. The maximum size of the dialing list is 18 BBS's. It even can dial long distance services for you and thereby save some calling dollars. The dialing mode even includes up to 3 macros so that you can insert passwords and not have to manually type them each time you sign on. The dialing capabilities are far superior to any other terminal program.

Express 1030 was written to have numerous features, but also to be user friendly. The author relied heavily on menus, thereby making the program very easy to use. And upgrading was done in the later versions 2.0 and 2.1. He was very responsive to users requests for additional features. Each succeeding version has added important inhancements.

There are three screens available within the program; the main menu screen, the dialing screen, and the viewing screen. The menu screen is reached by pressing select from anywhere within the program. When you choose "D" you are given a choice of preassigned BBS's that you've entered and can autodial from here. When you are connected with a BBS you are automatically switched to the viewing screen. A clock shown on the top status line keeps track of time spent on the call and you are informed of which translation mode (Atari or Ascii) you're currently in. If you desire to download a program, just press "select" and choose Xmodem download. You can visually see the characters being downloaded and check your progress. You have the choice of downloading to Ramdisk (D:8) or to D:1. I've found that downloading to D:8 is quicker. However, you must remember to copy that file to D:1 before you turn off your computer.

Personal preference really dictates which modem program each person prefers. I used Proterm for the first two months and I was very happy with it. However, I purchased a 130XE and needed to have access to D:8. I purchased Library Disk Tel-7 based on the advice of other club members and now use Express 2.1 exclusively. If you purchase a modem, obtain Express 2.1 either from our library or from a friend. It's well worth it. The documentation included on the disk is very helpful and necessary. Experiment with the features important to you, and before long you'll be an expert and enjoying your new modem.





MICROSIS

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May 1987



The President's Column

By John I. Aulto, Jr.



SURF CITY, U.S.A.

Kowabunga, Kimosobis! Its time to add 'surf' to the list of boards we use. Summer's here on our beautiful Island. 'MYGARDEN.BAS' is being booted up for garden planning. Bar-b-que chefs are searching their "The Computer Gourmet" files for those tastie summer eats. Others are checking their Pronto accounts and doing a little computerized calculations as to vacation money. Gee, it makes me want to get out my Atari Artist tablet and do a electronic post card to send to some friends. Note: A great idea to avoid having to send post cards out on the first day of vacation so that they get back home before you do.

So, while it's tempting to be lulled by this 'living is easy' season, do not forget your favorite users group. Need other reasons then the meetings themselves? Air conditioning . . .no lawns to mow . . .hedges to trim . . .cars to wash . .etc. There's no penalties if you only come for part of the meeting. We do more generalized reviews in the morning to introduce beginners as well as more experienced members to the merits of programs of a general type. Skip the business part of the meeting at your own risk because LIAUG's always doing something worth discussing or voting on. And then there's the afternoon demos that are my favorite part of the show, next to socializing during the lunch break. Just remember to put the meetings on your calender so that you at least have a chance of planning your summer fun to include LIAUG.

As far as business coming up, LIAUG is starting its election process yet once again. Having read a number of newsletters from other groups I'm coming across a reoccuring theme. The President's column usually is a plea for futher membership participation. Nothing wrong with that, but unfortunatly it also usally includes a phrase like "after all it's YOUR user group, too.". Hey, I'm not going to lay that line on any of our members. You get involved as much or as little as you like with LIAUG. What's up with my attitude towards LIAUG is that I'm here to have fun learning about and using my computer, that we have informative and fun events, and that we attract interesting people who see that we're enjoying what we're doing and want join in on it one way or another.

Anything as new as computer user groups are going to have problems, either old or completely new ones. Sometimes you try something and it goes over incredibly well and sometimes.... For anyone who's going to run for officership, keep in mind that it's a mixed bag of responsiblites and satisfactions. Keep a sense of humor and do what seems likely to be fun while helping the group. The computer community is still developing, and resource help and tips from other groups will broaden what we'll be able to do.

My last comments for this anniversery newsletter has to do with the issue of pricacy. If I could give advice to other user groups it would be that piracy doesn't build communities. LIAUG started out as a public domain group and it was one of the best moves we could have made. It says that this group is really interested in their computer systems. It allows us to talk as represenatives of the Atari community without any hesitations. We do lose a lot of the immature users whose only thought is to acquire hundreds more programs than they could possibly use. It also attracts the attention of software companies which means ads in the newsletter and considerate treatment to our inquires.

I buy the programs that I use and feel that this gives me a vote as to what programs will be developed and what software companies will stay interested in the Atari line. While this is not a simple issue, I think it's one that should be addressed. It's a question of personal ethics and attitudes. I dislike buying a pig in a poke as much as anyone. No one likes to get burned by an expensive program that turns out to have no valid claim to existence. Well, LIAUG is in a position to aid you with our reviews and comments on the BBS. Who knows, we may even be able to encourage computer shops to actually demo programs like in the old days. So, excuse me, I think I'll step off the soap box now and slip onto the hammock. Enjoy your summer!



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June 1987

Minutes of the 7/12/86 LIAUG Meeting

By
Georgia Aalto

The meeting started at 11:15am on Saturday. As usual the newsletters were handed out to the members, and membership applications were accepted (It's wonderful the interest there is for LIAUG memberships). All this was happening while the meeting was going on. The new users morning meeting went along smoothly with new user questions and answers. Although we did arrange to have new users SIGS, that fell through. Chris Durante had brought his new 1040 ST and all attention was on his computer.

The announcement was made that we had two speakers today. Len Dorfman, co-creator of 'Typesetter' from Xlent Software, and Randy Constan, the creator of 'Super 3D Plotter II' from Elfin Magic. We broke for lunch at 12:30 and returned at 1:40. Len Dorfman talked to us about his experiences with the computer business. There were many questions from our group and lots of enthusiasm. At 2:15 Rich Schmitt demonstrated 'Typesetter'. Generally he loved the program and liked the instruction booklet, his only criticism being it lacked a quick reference card. He then gave a well rounded demonstration to help members understand and appreciate the power of Typesetter. Rich uses this program along with Rubber Stamp (also by Len, from Xlent) on the LIAUG newsletter. Rich says that he has found no limit to this excellent program.

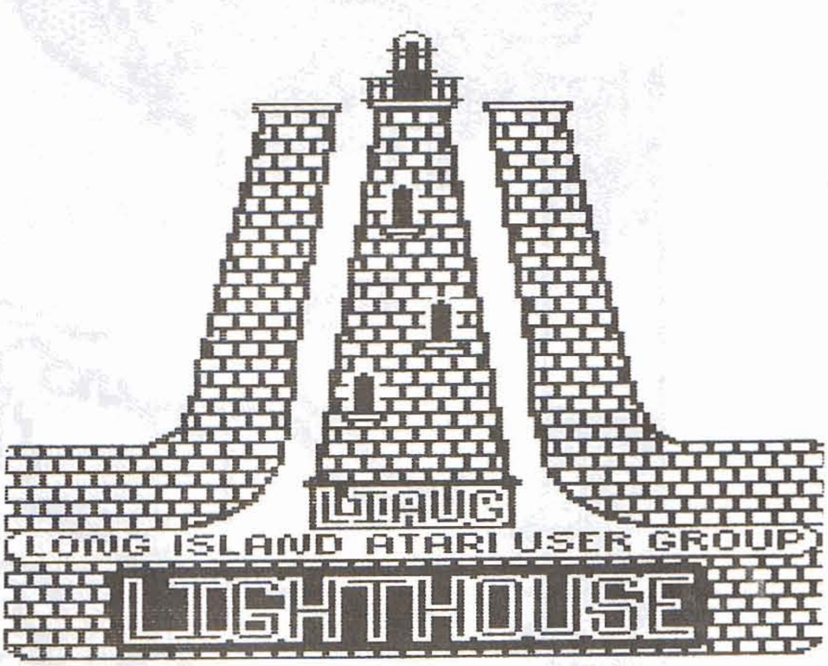
At 2:50 John Aalto, the president, opened the meeting, welcomed everyone, and made the usual announcements. This included a reminder that LIAUG will tolerate absolutely NO piracy in any form at the meetings (and that's firm). Rich Schmitt announced that LIAUG is now offering our great public domain library disks through mail order. There will also be a Forth SIG which he is interested in running. Rick Berry, one of LIAUG'S members, received a library disk as a thank you for writing a review on a program in our library. Louise Siminoff, the treasurer, announced membership renewals for the coming months. There are new picture disks in the library and they are in much better order. Officers are working hard in organizing the library. It has become a group effort.

Nominations for new officers were taken, John Aalto for president, Jim Woods and Bruce Pleat for Vice President, Georgia Aalto for secretary, Louise Siminoff for treasurer, Rich Schmitt for Editor, Rick Berry for librarian and a new position for ST librarian, Chris Durante. Nominations are closed and elections will held for Vice President only. Elections will be at the August meeting. There will be a LIAUG picnic in August with further information at the August meeting. LIAUG'S monthly door prize was won by Harvey Schoen and the prize was Cardware.

Saving the best for last was a demonstration of Super 3D Plotter II by Randy Constan of Elfin Magic, the creator of this amazing graphic program that turned everyone's heads. He has created a program that no one would believe possible with an 8 bit computer. He made a special group offer and he had more sales than he could believe by the end of the meeting. For further information on this offer contact LIAUG'S BBS (516-937-1455) or one of our officers.

Editor's Note: LIAUG would like to thank Len Dorfman and Randy Constan for making this meeting truly exceptional and enjoyable through their insights and conversation and for the wonderful programs they have provided for our use. Len and Randy shared with us a side of the computer industry we rarely have the oportunity to see and we hope to see them both at future meetings.



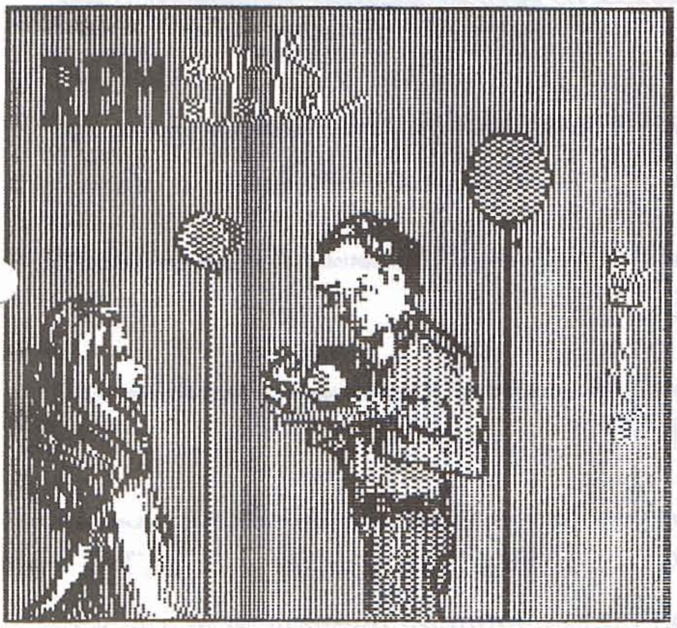


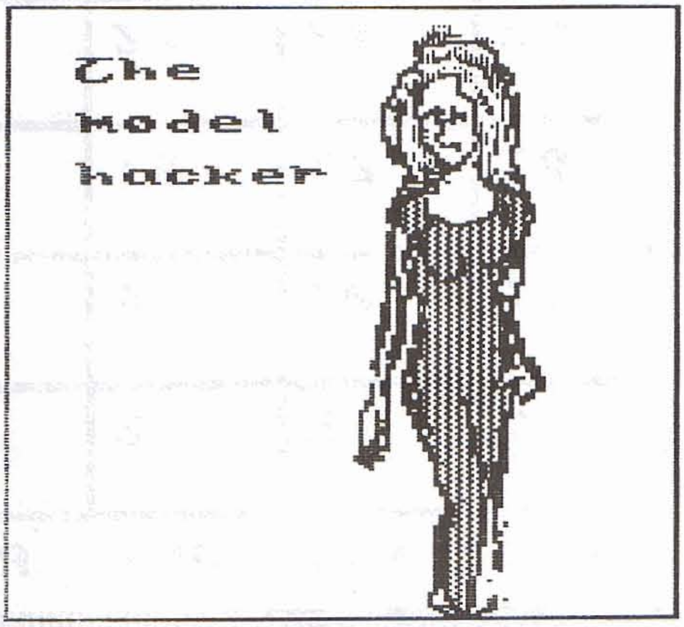


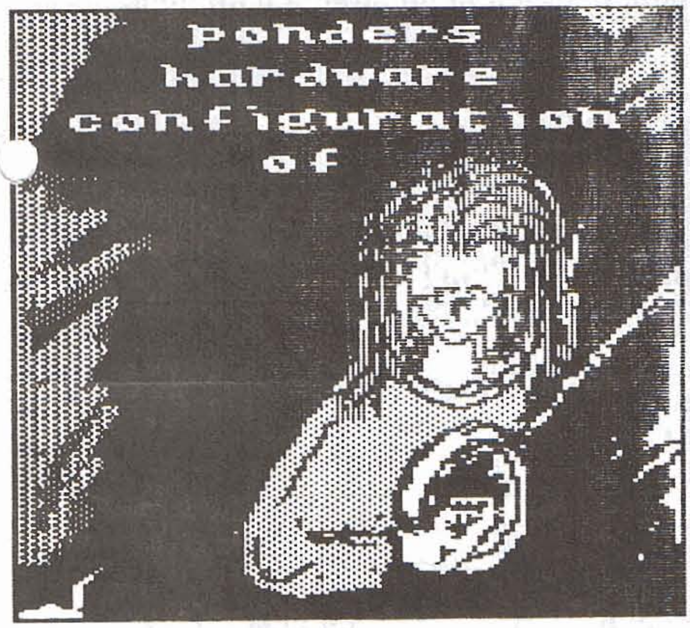
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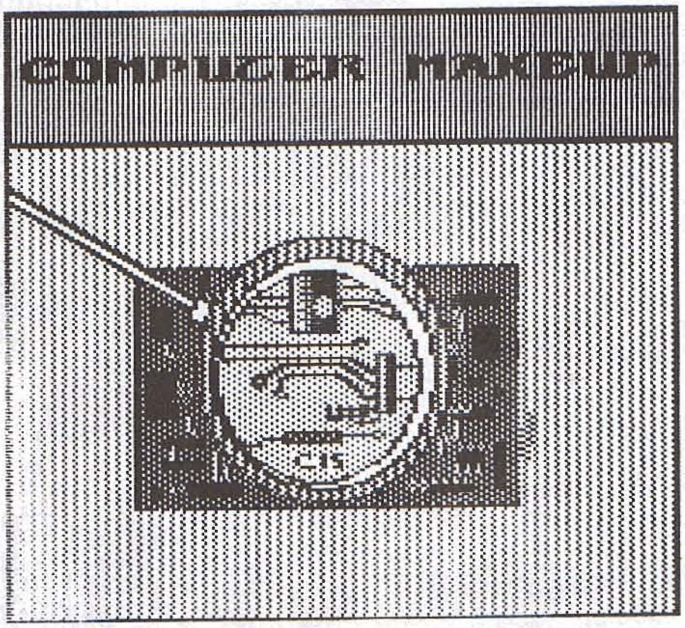
July 1987

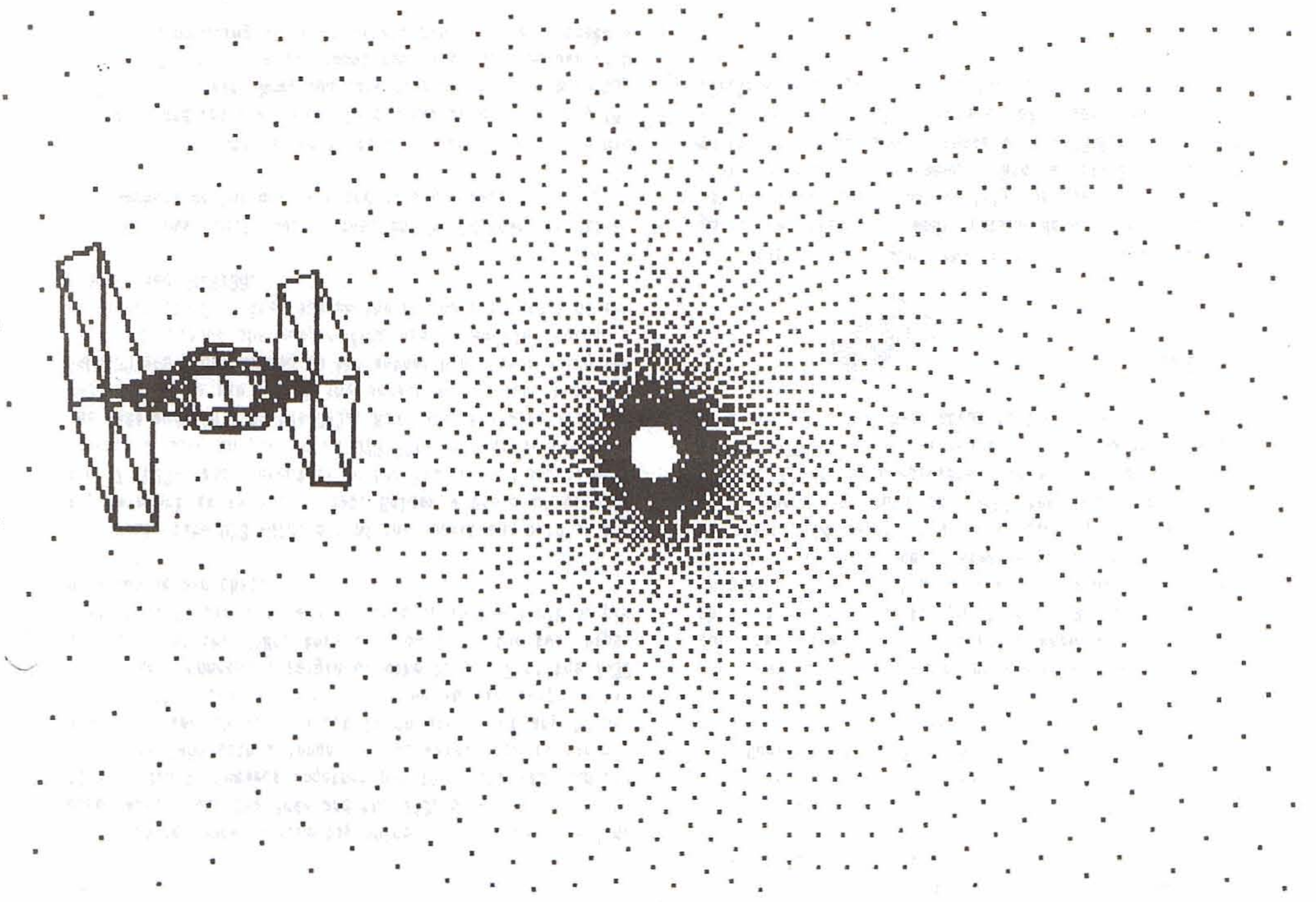
THE FUNNY PAGE











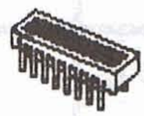
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August 1987



The Final Step: The 1088XE

By
Scott Peterson



Well, this is it for me, the last installment on the 130XE. I have not built this mother, but the theory behind it has been built and tested. This doc assumes you have already built and tested a 576K 130XE. to finish it you will need the following parts;

Quanity	part no.	description.
16	41256-15	256K DRAM'S
1	7432	quad OR gate
1	7404	quad invert buff.
2	33 ohm	resistors.
		Small piece of PC board.

Note: On the 74 series, you can substitute them with 74LS series chips, they use less power...

Tools;

Nothing fancy, a fine tip soldering iron and some fine wire, etc. Mount the 7404 and the 7432 on a small PC board (1in. X 2in.). Connect together pin 14 on the 7432 and pin 14 on the 7404 with a lengh of fine wire. This is the +5v supply to the chips, connect it to pin 14 of any 14 pin chip in the 130XE or pin 16 of any 16 pin chip in the 130XE. Next connect a length of wire to pin 7 of the 7432 and pin 7 of the 7404, this is ground for the two chips. Connect it to pin 7 of any 14 pin chip in the 130XE or pin 8 of and 16 pin chip.

Next, take U23 (U23) out of the socket and bend up pin 17, reinsert it in the socket. Solder a piece of wire to pin 17 (U23), and connect it to the 7432 pins 2 and 5. Next connect a wire to pin 14 on U23 (PIA) run it to pin 1 on the 7404 and pin 1 on the 7432. Now connect a wire from the 7432 pin 6 to pin 17 of the socket U23 is in. Find the 74LS138 you piggy backed to the mother board when doing the 576K mod, remove the jumper from pins 1 and 16. solder a wire from pin 3 of the 7432 on the PC board to pin 1 of the piggybacked 74LS138.

Put some double backed tape on the PC board and stick it somewhere on the mother board of the 130XE.

RAM-CHIP installation (lots of them!) Take the 16 new ram chips and cut pin 15 on all of them in half so only the 'fat' part is left. Now, you have to piggy back them on-top of the 64K drams (the left-most row of chips). Solder in 8 of them, connecting all pins except pin 15, then connect a jumper to pin 15 of each new ram chips. Make sure you have about a foot left over. Solder in the next 8 doing the same thing. When you get done you should have 2 new rows of 256k DRAM's solder in on-top of the 64K DRAM's, with a 2 wires, one connected to all the pin 15's of the middle row and another connected to all the pin 15's of the top row. Take one wire and go out a few inches and install a 33 ohm resistor in-line, cover with heat shrink tubing and do the same to the other wire. Connect one wire to pin 15 of the 74LS138 and the other to pin 13 of the 74LS138.

Your done!!! Sorry, as of right now I know of no software to run on this. I release this doc file with out testing it. I have built the small circuit on the PC board and connected it in a 576K 130XE and used it to move the memory instead of the basic control bit, so I know it works, this little circuit works in both the 800xl or 130XE if you have something you would like to use bit 7 (self test bit) for. If you have constructed a 320XE mod and would like to use bit 7 instead of bit 5, this is a good way to do it. A warning though, you will regain your Antic enhanced mode, but software written for the original 320XE mod will not run on it after you do it.

If you are trying to figure out your memory control bits here's a cheat sheet.

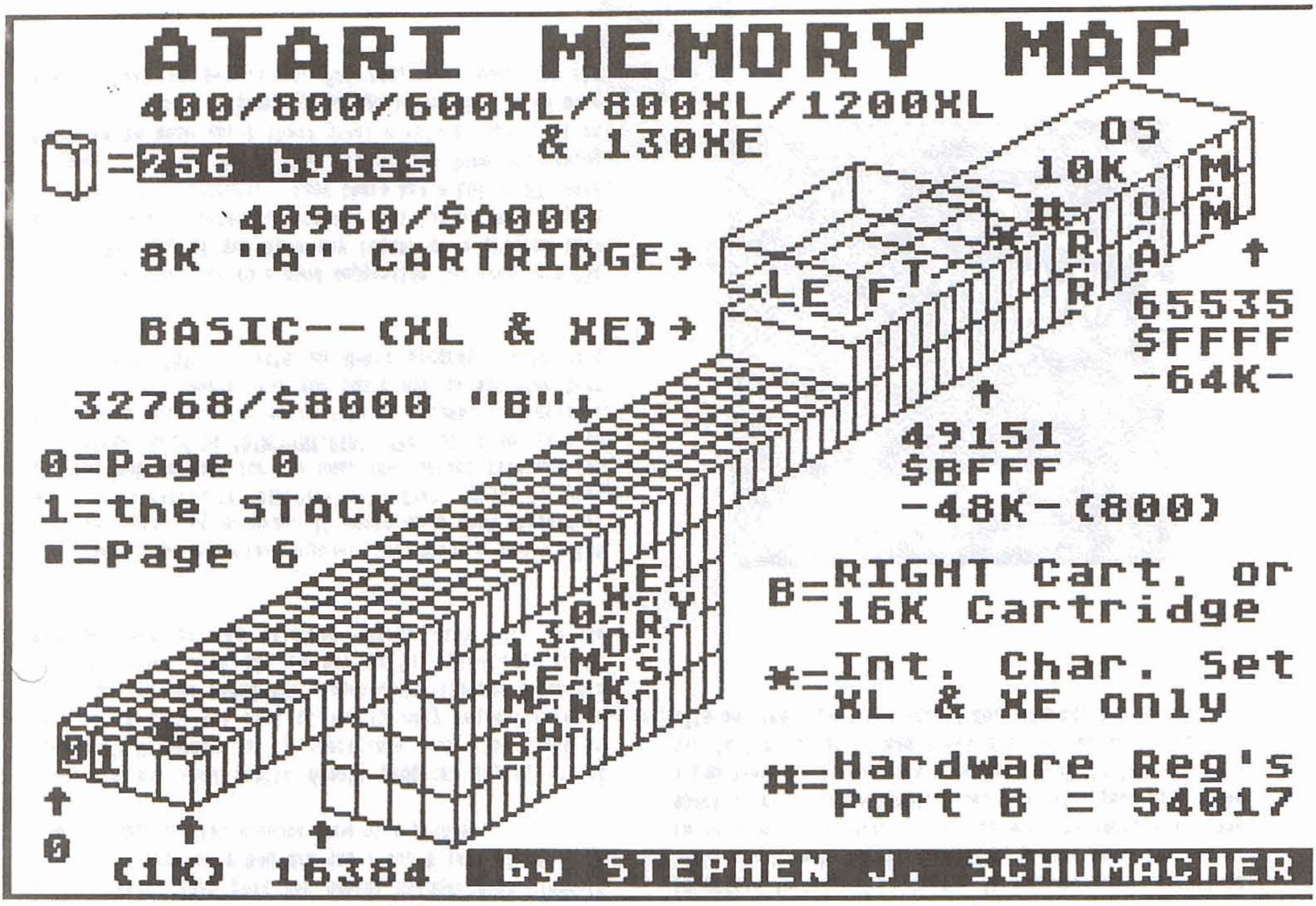
Decimal	128	64	32	16	8	4	2	1
Control bit	7	6	5	4	3	2	1	0

Just find your control bits and add them up to figure out the decimal control number. When you get done you should have in one switch position a 130XE with 320K, built in basic and Antic enhanced mode. In the other position you lose Antic enhanced mode, internal baisc but you have 1088K of memory, 64 banks of 16K. By the way, typing BYE will still throw you into the self test mode (bit 7 still works). If anyone complete's this monster, please call my BBS at (408)-384-3906, or leave me a message at compuserve. (I'd kinda llike to hear about it too!! -Ed.)

Good Luck
Scott



NOTE: LIAUG and the LIAUG Lighthouse make NO gaurantees that this modification does in fact work, nor can we accept any responsibility for users attempting this modification. We recommend this modification to ONLY qualified technicians or those with a COMPLETE familiarity with the internal workings of Atai computers and electronics in general. Good-luck...



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September 1987



CHAT CALL

by
Sysop-Rich

Would anyone out there like to buy an ST for poor old Sysop-Rich? I didn't think so. But since the use of STs has increased dramatically over the past few months, I thought it was about time for me to bring up the subject here.

The first point is one of compatibility. I would like to know if there are any problems in using the BBS with your ST. Please be specific with the description, including your modem type and which terminal program you're using. Comments here will help all our ST users. I wouldn't mind some comments on cosmetics either. I can't see the BBS in 80 columns, so I have no idea what it looks like (I know, it only fills half the screen). Seriously, if there are any problems or suggestions, let me know.

The second point is about file transfers (up-down loading). First, if you see that I have uploaded the program and have requested someone to let me know if it works, please do so. Without the aid of an ST, I have no way to test some of these fine P/D programs I find on the pay services. That goes for member uploads also. There's always a chance of a bad U/L and I can't test it. So help everyone out and let someone know of a problem.

Have any good public domain programs laying around yourself? We would really appreciate your time spent in sharing it with the rest of us. My only request here is that you use the LIAUG BBS standard ST filename extenders listed below). The BBS is set up to acknowledge an ST program ONLY if the extender starts with 'ST' (kinda logical...).

Here's an example: Suppose you have a great disk directory printing program. It works as a desk accessory, so you have called it 'DIRPRINT.ACC'. That's great for your ST, but not so good for the BBS. The correct filename for the upload would be 'DIRPRINT.STA'. The 'ST' means it's an ST program and the 'A' means it's an Accessory. Simple... Of course this means that you can't use an extender that starts with 'ST' if it's an 8-bit program. Can't have everything!

I'm always open to a good suggestion (we even love the bad ones). So, if you have any ideas, or a program that doesn't fit our current extenders, just let us know in your next log-off or message. I know there are a LOT of ST users on the BBS and I doubt that all of you know everything there is to know about these great machines. How about an ST message base? If there is enough interest, I'd be more than willing to set it up. For now, you could use the 'Technical Help' base to get together and let me know that an ST base wouldn't go to waste.

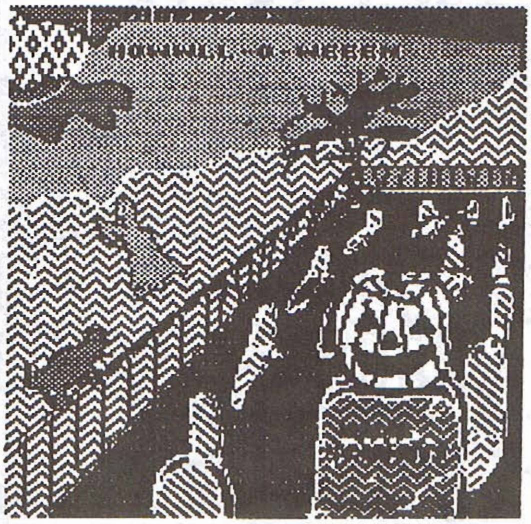
Just in case any of you old time 8-bitters are getting worried that I'm planning to cut down on the space for our favorite machines, don't. I have *NO* plans for getting rid of my 130 and public domain BBSs are *THE* place for support! In fact, I'm waiting for the release of the new 3 $^{1}/_{2}$ inch drives so I can add even more space to the BBS (and not just for downloads either). Until next time..... Happy Modeming and have a *HAPPY HOWL-O-WEEN*......

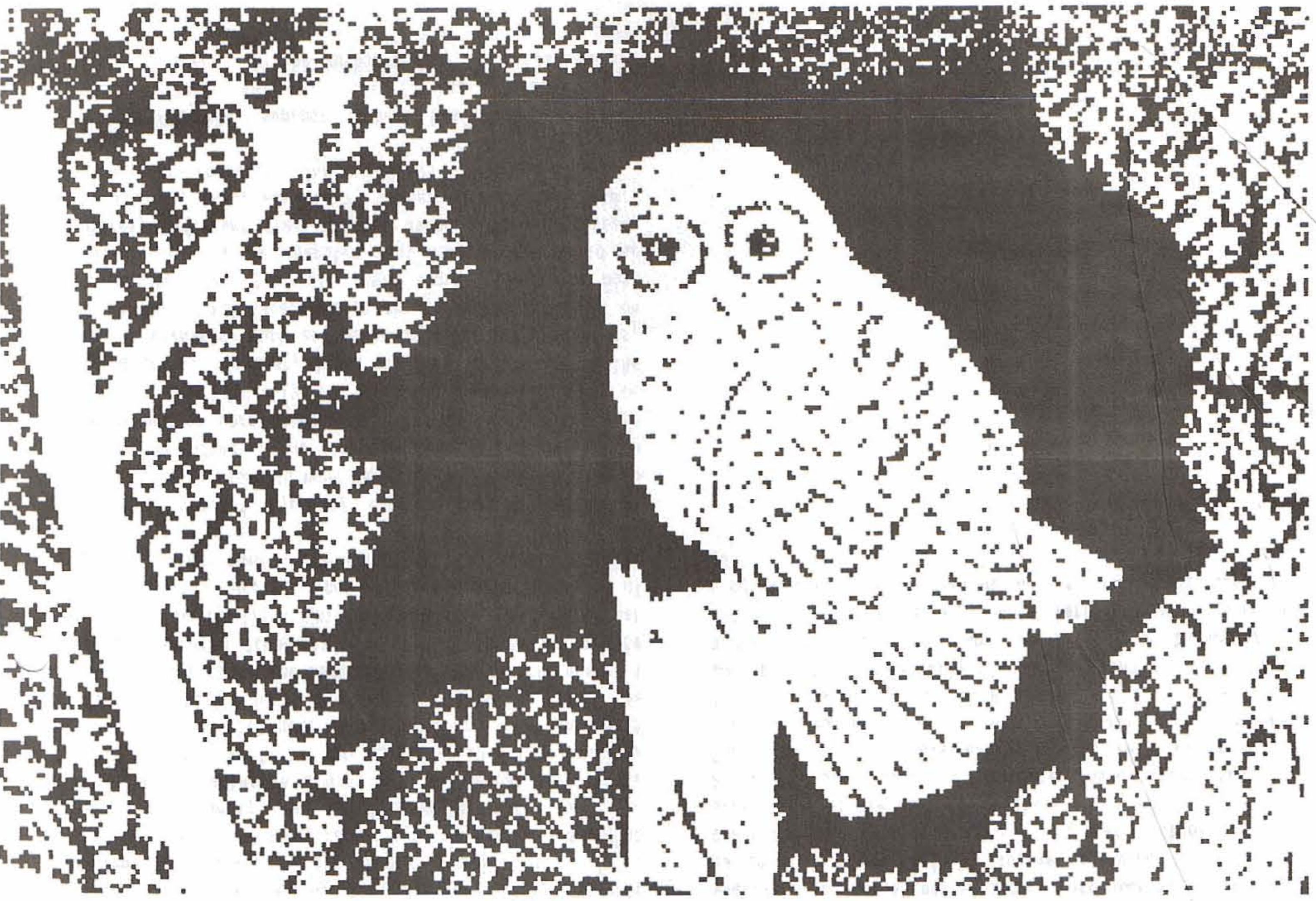
LIAUG BBS ST Filename Extenders:



- .STB - ST Basic Listing.
- .STC - ST 'C' Listing.
- .STL - ST LOGO Listing.
- .STP - A Compiled and Executable Program.
- .STS - A PASCAL Listing.
- .STA - A Desk-Top Accessory.
- .STT - A Text or DOC File for STs.
- .STD - A Data File.

Please follow these extenders if you are kind enough to upload further ST programs. If you have any suggestions about how to make ST files clearer, please leave them to me in your next log-off. Also, if you are looking for any specific ST programs (public domain only!), just ask, maybe I can find it. If not, try a message to Chris Durante. He's our 16-Bit Librarian and knows a whole lot more about the ST's and their programs than I do. Thanks, and enjoy...





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October 1987

MNEMONIC CODING

by
Chet Gottfried

Mnemonic coding is one of the procedures which publishers are using to take advantage of computers, and it's a procedure that almost anyone can use in translating printer commands in downloaded documents. To better understand exactly what mnemonics can accomplish, let me explain a bit about publishing.

"Composition" can be thought of as the transformation of typed manuscript into "book" pages, and whereas a typewritten page consists, for the most part, of a single family of type (such as elite or pica or whatever), the book page has many diverse elements. The type in a numbered list is different than the type in the running text (i.e., the "body" of the document); likewise, the type in headings differ from one another. A typical nonfiction book can have twenty or thirty different elements to it.

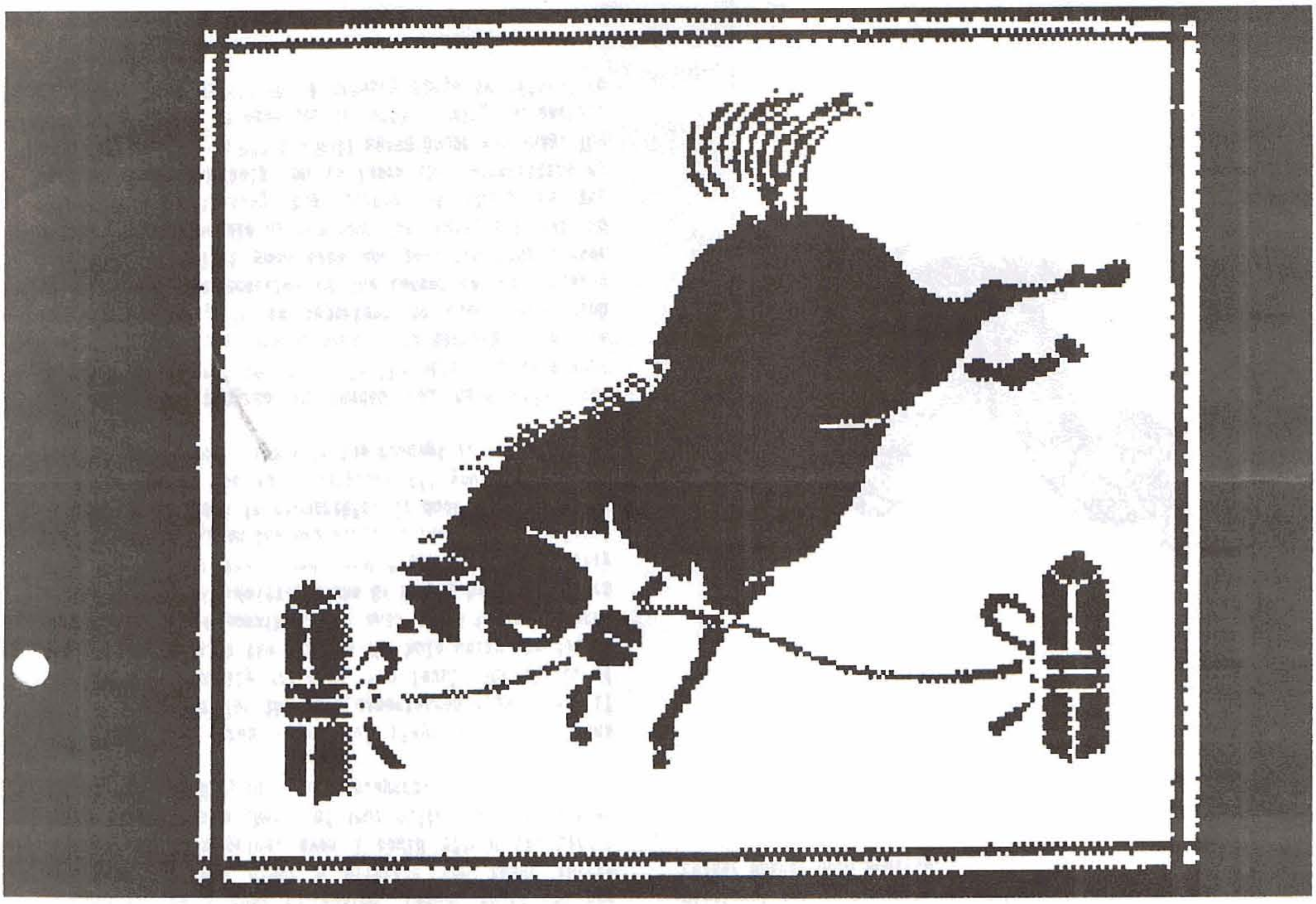
In olden times (like the sixties), a copy editor or a designer laboriously marked all these diverse elements: a heading would be marked, for instance, 12/14 Universe Medium X 16 picas, 42 pts above, 14 below, flush left. Writing these phrases was rather time-consuming, and in the seventies, "coding" was added. Rather than marking a first-level heading in a book with the actual spec (i.e., "type specification"), a copy editor would put the numeral 1 (within a circle) next to the heading. The compositor (the one actually doing the "keying," that is, typing the diverse elements of the manuscript) would see the number 1 and by having a "composition order" would read that the head was to be 12/14 Universe Medium X 16 (with other instructions as well). Thus coding was simply the use of symbols, rather than a shorthand of printer terminology.

Now, one of the key expenses in publishing is composition; a standard book page can cost anywhere from $6 to $26, depending on the person you're dealing with. With the advent of word processing, the idea was to send the author's disk directly to the compositor--and save on keying costs. However, there remained the problem of the diverse elements, such as numbered lists, bulleted lists, run-in heads, boldface, and so on, which are different on the printed page than the typed page. Of course most compositors work by computer, but their codes would be entirely different than any one using a word processor. The problem, then, was how to use an author's disk and a compositor's computer. The answer was mnemonic coding.

For example, suppose a book has three levels of heading within its body: 1, 2, and 3, each with a different spec. On the author's copy, a 1 head is all caps, a 2 head is upper- and lowercase, and a 3 head has an initial cap and is run in. All three have different specs than the running text.

Now, the trick is to set up an elaborate search and replace--at the compositor level. To alert the compositor about how to proceed, let each 1 head begin with the code "h1" and end with the code "eh1"; each 2 head begin "h2" and end "eh2"; and so on. Once these symbols are encoded into the author's disk, the compositor's computer can search and replace these symbols with the complex specs that the codes actually call for (again: type family, space above, space below, length of line, and so on). Needless to say, these symbols have to be unique or a truly massive error could occur. Therefore, all mnemonic codes are enclosed in some type of bracket, such as [ ] or < >. Whatever the bracket type you choose, you cannot use said symbol in your running text. If you're using square brackets for mnemonics and feel the need to use them in the text, then you give them a code, such as [ob] for open bracket and [cb] for close bracket.

Now, what can mnemonics do for you? For a starter, if you wish to send a text file incorporating underlines, italics, boldface, different pitches, margin settings, or whatever, you can encode mnemonics into your file, as well as an instruction list for anyone receiving the file to translate the mnemonics into the proper controls. The search and replace would take little time. Of course, most Atari word processors don't replace control codes; however Paperclip is a notable exception (as well as including multiple replaces), and I read that Atariwriter Plus can replace control codes. It's a handy thing to have in a word processor, especially if you ever find yourself doing a book for a publisher who has latched on to mnemonic coding or if you've written a terrific public domain program and wish to include a text file that does it justice.



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November 1987

Review of LEADER BOARD

By
THE BIG "J"

ACCESS Software Inc.
2561 South 1
560 West Woods Cross, Ut 84087
(801) 298-9077
Price: $34.95



I must admit that, with the exception of a few simulations from Micro Prose, I have not been very impressed with the selection of software I see in the stores. However, a few weeks ago I saw a golf simulation on an ST called Leader Board. It was a refreshing change from the tasks of saving the universe or running for your life from the nasty creatures that inhabit entertainment software Don't misunderstand me, these games are fine but sometimes you need a change.

Leader Board affords me this break with a simulation I consider to be one of the best ever devised. Not having an ST I thought that it would be a while before I could enjoy this game on my 8-bitter. Great news though! A friend discovered, in a copy of Analog, Leader Board was now available for the ATARI 8 bittters for about thirty dollars. At this price, even I could afford it. Leader Board offers you a choice of four different courses that can be challenged by up to four players.

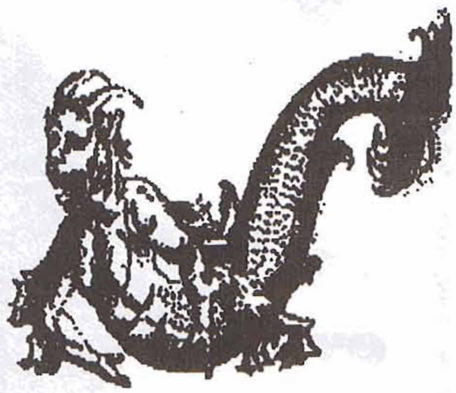
There are three levels of play: Novice for the beginner, Amateur for the more experienced player, and if you are exceptionally talented, Pro level. The object of the game is to sink the ball in the hole using the fewest number of strokes possible. You must avoid hazards placed around the course. Admittedly the ST sports better graphics with the use of trees and sand traps. The playability suffers not at all on the 800 version. The difficulty level of both simulations is comparable. It does take some time to learn how to use your equipment (If you already play golf you will adapt quickly to the concept).

Once your program is loaded you need only your Joystick to control the play. In the beginning keep your finger off the fire button, once it is depressed there is no turning back, it is important to check your club selection and the position of the cursor before striking the ball. To select your club and position your cursor simply move the handle up and down for clubs, and left and right for positioning the cursor. A chart in the documentation will help you to learn the capabilities of each club and how to hit the ball using power and snap. The difficulty varies on each course, with 1 being the easiest and 4 the most difficult. A driving range is offered to practice and learn the capabilities of each club.

The documentation also offers a chart on club capabilities. On your screens right side you will see a power gauge, this controls the power and the snap of each shot. To strike the ball for distance and loft you use your snap. To do this you depress the fire button until you reach the desired power level, releasing the button at this point. For power you depress the button and upon reaching the desired power level you press it a second time.

Putting takes skill, coordination and a lot of practice. When your ball is on the green your putter is activated, since it is the only club you may use on the putting surface. A pin placed on the green indicates slope (uphill and downhill) and which way the ball will roll. For example, if the pin points to the left and its shadow is pointing down, indicating a downhill lie, you would hit the ball to the right and use a bit more power, and vice verse.

Once you have learned the aspects of the game you will find Leader to be quite entertaining and a formidable challenge. Many hours have already been spent in heated competition, till all hours of the morning, with many more 'meets' expected. So all you Arnold Palmers and Jack Nicalaus' out there, take my advice and pick up a copy of Leader Board. Good hunting.





Happy Holidays

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December 1987

LONG ISLAND ATARI USER GROUP

'A BYTE ABOVE THE REST'

APPLICATION FORM

First Name: ________________ Last Name: ________________________
Address: ____
City: ____________________________ State: ______ Zip: ___________
Phone #: ___________________________

Equipment (please be specific):

Computer: 400, 600, 800, XL, 65, 130, 260, 520, XE, ST Memory: _____K
Cassette: _____________ Disk drives: _____________________________
Modem: _____________ Interface: __________ Printer: _______________
Other: ____

MEMBERSHIP FEES: PLEASE CHOOSE ONE.

( ) $15.00 FOR 1 YEAR MEMBERSHIP.
( ) $20.00 FOR 1 YEAR MEMBERSHIP INCLUDING NEWSLETTER MAILING.

Please include payment with your application. Make check or money order payable to The L.I.A.U.G. and mail to:

The L.I.A.U.G.
Louise Siminoff/Treasurer
P.O. Box 835
Lindenhurst, NY 11757

QUESTIONAIRE

What kind of demos would you like to see at the meetings ? __________
____

What languages are you familiar with (including basic) ?_____________
____

Are you interested in learning a new computer language? And if sc which language? ____

In what areas would you like to learn more about your computer system?
____

Would you be willing to give a demo on a topic or product that you are knowledgeable in ? ____

Any suggestions or comments ? ______________________________________
____

How did you learn about the LIAUG ?_________________________________
____

FOR LIAUG USE ONLY:

Rec'd: ____/____/____ Amt: ________ Db: ____/____/____ TYL: ____/____/____

Card: Y / N ML: Y / N Mail / BBS / Meeting

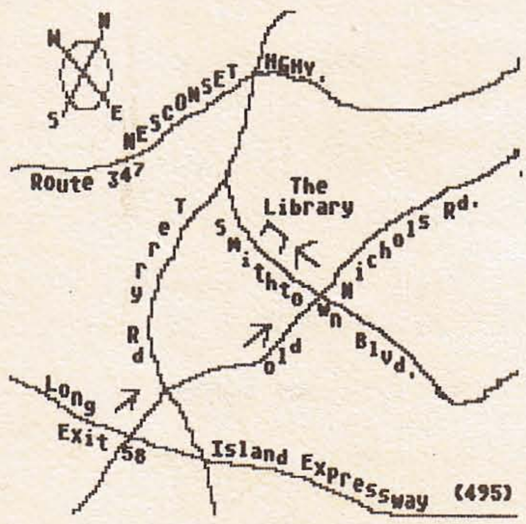
LONG ISLAND ATARI USER GROUP

The Long Island Atari User Group meets on the first Saturday of each month at the Nesconset branch of the Smithtown Public Library. Our meetings are open to all those interested at no charge. They begin at 11:00 a.m. in the Library's Community Room and end at 4:00 p.m. In general, the morning half (11:00am to 12:30pm) is devoted to new computer users. The second half of the meeting (1:30pm to 4:00pm) is dedicated to the more experienced user as well as LIAUG's general business meeting.

Directions to the Library are as follows:

From the Long Island Expressway: To exit 58 North (Old Nichols Road). Continue North for approximately two miles and make a left (West) onto Smithtown Blvd. Continue West for 1 1/2 miles to the Nesconset Plaza on the right hand side of the road. The Library is located at the West end of the Plaza.

From the Northern State Parkway: Take the Northern State to it's end where it continues East as Veterans Memorial/Nesconset Highway (Routes 347/454). Continue East for approximately two miles and take the left fork (347 - Nesconset Hwy.). Continue for another three miles to Terry Road. Make a right onto Terry Road and take the left fork (approx 3/4 mile) onto Smithtown Blvd. The Library will be on the left hand side approximately one mile from the fork.



****

The LIAUG Lighthouse
P.O. Box 835
Lindenhurst, N.Y. 11757

TO: Atari Bit Byter Users Club E.V.
c/o Wolfgang Burger
Wieschenbeck 45, D-4352
Herten, W. Germany

FIRST CLASS MAIL